



WARPLOCK™

InterGalactic Combat Manual



Piloting your space craft to the outer reaches of the galaxy, on the fringes of hyperspace and hypertime, you find you are trapped in a Space/Time Warp that immobilizes your ship. From nowhere comes a band of space pirates out to destroy you and your crew. Your Tachyon Launcher—firing lethal particles that travel faster than light—is still operational, but even this space-age artillery can't save you unless your fighting reflexes are in top form.

A Data Age™ Video Game

Mission Objectives

Taking aim at the tormenters swarming outside your space craft's main View Port, you must destroy the space band-its' ships before they get you. At the same time, you must avoid the Photon Bombs with which some of your attackers are equipped.





How To Fight The Battle

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console power OFF, firmly plug in your WARPLOCK™ game cartridge.
3. Turn game console power ON. If no picture appears, check to make sure your game unit is hooked up correctly to your TV, then try steps 1-3 again.
4. For the best contrast, turn the "Brightness" control switch on your TV to a low setting. (For even more realistic effects, turn down the room lights and watch the wake left by the space bandit ships as they blaze across your screen.)
5. Plug your paddle controllers into your game console's left receptacle. Hold the controller with the red Fire Button to your upper left. For two players, use both controllers. (Player 1 uses the left controller, and Player 2 uses the right controller.)



6. Select the game you wish to play (one or two player version) by depressing the "Game Select" switch on your game unit console. The number of players will appear in the upper right corner of your viewing screen.
7. To begin game play, depress your "Game Reset" switch, then press the red Fire Button on your paddle controller. When Player 1's space craft is struck, his turn is over, and he must press the "Game Reset" switch to begin a new game. If there are two players, Player 2 must press his red Fire Button to start his turn. Once Player 2's turn is over, you depress either the "Game Reset" switch or Player 1's red Fire Button to begin a new game.



Scoring

You will score one point for each enemy ship that you hit. Move your Tachyon Launcher to the left or right with your paddle controller, pressing your Fire Button to launch Tachyon Energy Rods on their deadly mission. Once your score has reached 99, your score block indicator numbers will return to zero and begin again at 1 point.



The game will escalate in difficulty as the enemy ships increase in speed and number. Once you have scored sixteen hits (16 points) the enemy craft will begin dropping Photon Bombs—a potentially explosive situation!

All Data Age[®] Video Games carry a limited one year warranty—our guarantee that if you find your cartridge to be defective in materials or workmanship within 12 months of your original purchase, Data Age, Inc., will repair or replace (at our option) the cartridge free of charge upon prepaid receipt of the cartridge and proof of the date of purchase. (This warranty is limited to the electronic circuitry and mechanical parts of the cartridge, and does not apply to normal wear.)

WARPLOCK™

Look for other Data Age[®] Video Games wherever video game cartridges are sold. If you can't find our games in your area, drop us a line and we'll send you a list of stores near you.



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